

Nintendo ENTERTAINMENT SYSTEM



Produced by KOTENBUKI SYSTEM CO., LTD.

Exclusively distributed by
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CREDITS

Game concept by FIRST STAR SOFTWARE, INC.

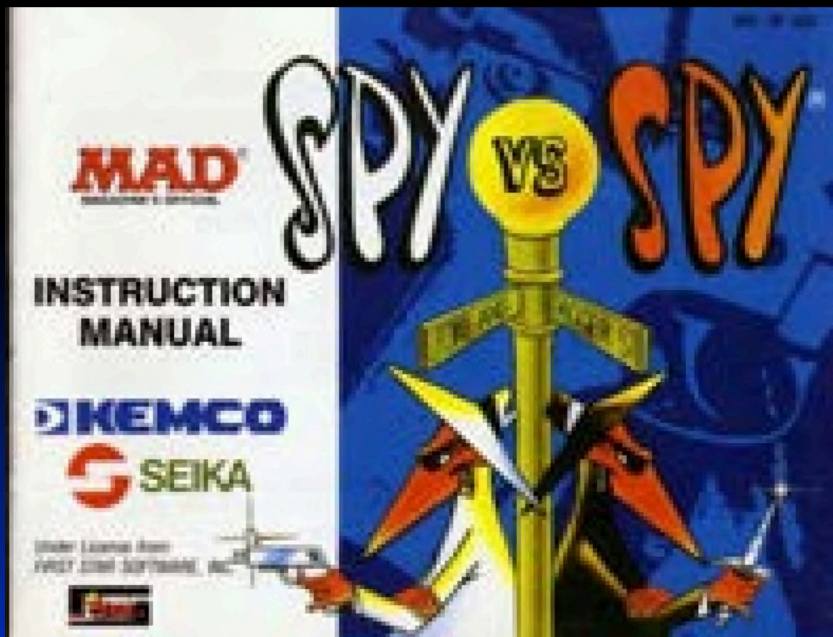
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THIS GAME IS
LICENSED BY NINTENDO
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM



GAMEPLAY AND SCREENPLAY
ENTERED ON MARCH 1989 IN
THE U.S. AND IN JAPAN BY
NINTENDO OF AMERICA, INC.

INSTRUCTIONS

We want to thank you for buying the "SPY" or
"SPY GAME," produced by NEMCO. Before you
play the game, please read the instructions
carefully. And please keep them where you can
refer to them.

Contents

| | |
|---|----|
| PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME | 1 |
| Mission Objective | 2 |
| Game Options | 3 |
| Starting | 4 |
| Controls | 4 |
| How to use the techniques | 5 |
| Game Elements | 5 |
| Setting Buggy-Traps | 10 |
| Buggy-Traps & Remedies | 14 |
| Game Levels & Spy Ranking | 17 |

PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME

- 1 This Nintendo Entertainment System is a very fine instrument. Keep it away from very high temperature and mechanical shock, at all times. Never disassemble it for any reason.
- 2 Never touch the terminals with your bare hands or get them wet. It could cause damage.
- 3 Do not clean the case with solvents of any kind, such as thinner, benzene, alcohol, etc.
- 4 If you play the game for a long period of time, please take a short rest of 10 to 15 minutes, about every 2 hours, for your health.

Nintendo ENTERTAINMENT SYSTEM

USER'S GUIDE TO
MAD
MANAGEMENT'S OFFICIALS

SPY VS SPY

FOR THE Nintendo ENTERTAINMENT SYSTEM

Mission Objective

Your mission is to escape the embassy. The secret briefcase is here! Before time runs out, you must find, fill and keep the briefcase. Locate the only exit and board your plane with all of the following: Passport, Bag of Money, Key and Secret Papers.



Game Options

After the SPY vs SPY® title screen appears you can either watch the self-playing demonstration game or select the Game Option screen. If you do not want to watch the demo, press the **START BUTTON** on the **PLAYER 1** Controller to see the option screen. From the Game Option screen you can select:

- **TRAINING** (This is a simplified version of the game. In the **TRAINING** mode, a spy needs only to collect the briefcase and a single item, i.e. money or key, etc.)
- **VS COM** (This option permits a user to play against the computer controlled spy)
- **VS PLAYER** (This is the two player option in which users play against each other. The WHITE SPY uses **CONTROLLER #1**, BLACK SPY uses **CONTROLLER #2**)
- **LEVEL** (Using **PLAYER 1's** controller, any of the 8 game levels can be selected. The levels progress in order of difficulty. The higher the level, the greater the number of rooms in the embassy. Also, as the levels progress, a second floor is added to the building and sometimes parts of the first floor can only be reached by traveling on the second floor. The amount of time for each game is different on each level.)
(See notes regarding **GAME LEVELS** and **SPY** (Secrets))

Nintendo ENTERTAINMENT SYSTEM



Starting

You may now enter the **SELECT BUTTON** on the UP/DOWN commands on the **DIRECTION KEY** to select between **TRAINING**, **VS. CPU**, **VS. PLAYER**. You must use the **LEFT/RIGHT** commands on the **DIRECTION KEY** to select among the **LEVELS**.

Once the game is set as you desire, press the **PLAYER 1** controller's **START BUTTON**. You will then see the next screen. At the top, the floor plan or map of the antitower will be shown. On levels with two floors, a second map will be depicted. To the left of the map will be written either '1F' or '2F' which indicates whether the first or second floor's map is being shown. Below the map(s) the level of game play selected (1 to 8) is indicated.

Controls

MOVEMENT: The rooms the speed runner inhabits are three dimensional. Using the **DIRECTION KEY** pushing the UP command will move you towards the rear of the room. Pushing the DOWN command will bring you towards the front. Using LEFT/RIGHT commands will move you left or right.

Nintendo ENTERTAINMENT SYSTEM

CONTROLS (CONTINUED)

OBJECT MANIPULATION: Objects you can interact with on the screen include: furniture, pictures on the walls, oval tables, doors, other wall-mounted items, lockers and trap doors. To manipulate an object, first move within range, using the **DIRECTION KEY**. It is very important to make sure that you are **FACING** the object. Next, if you are properly positioned, press the **"A" BUTTON**, at the time the door will open, close or the object will slowly move.

Any object found within a room can be opened or lifted and may reveal one of the hidden items you are looking for. If you are not so lucky, it will activate a **SCOOT THUMP** message in the furniture or behind pictures you may find such items as the key, briefcase, etc. Weapons are sometimes hidden as well. If you try to hide an object you are carrying in a piece of furniture and find that you can not send the item, it means that another item is already hidden there.

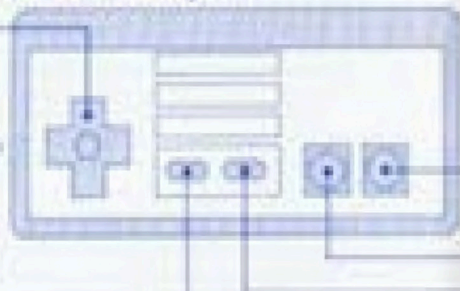
When you find the key, money, passport or secret paper, a tag will appear in your spy's hand. At the same time, a picture of what he is carrying will appear in the **INVENTORY** window. The inventory window is the white square positioned to the right of the screen and just below your spy's **POWER INDICATOR BAR**. A spy can carry only one object at a time **UNLESS** he is carrying the briefcase. With the briefcase, the spy can carry all of the required objects. The briefcase is not indicated in the **INVENTORY** window. If you find it, the briefcase itself will appear in your spy's hand and you can carry it around. You can carry single items or the briefcase (with or without objects in it) from room to room.

(see the section entitled **HAND TO HAND COMBAT** for additional information)

How to use the techniques

■ Direction Key

- Use to select "TRAINING", "VS. CPU" or "VS. PLAYER" before starting game. Use the UP/DOWN commands.
- Use to select the difficulty level (1 to 4). Use the LEFT/RIGHT commands.
- Use to position your spy in the room. Use the UP/DOWN commands to go to the BACK/FRONT of a room.
- Use the LEFT/RIGHT to move left or right in the room.
- Use to go up or down a ladder between floors. (Only after the "B" button has been used to lower the ladder.)



■ Select Button

- Use to exit the title screen.
- Use to select "TRAINING", "VS. CPU" or "VS. PLAYER". (Can be used instead of the Directional key)

Nintendo ENTERTAINMENT SYSTEM

■ B Button

- Use to select BOoby TRAPS (There are 4 types, see instructions for "Setting Booby-Traps")
 - 1st = Dynamite
 - 2nd = Giant Spring
 - 3rd = Water Bucket
 - 4th = Time Bomb
- Use to select and view the EMERALD map
 - 5th press = View Map
 - 6th press = Game Screen

■ Start Button

- Use to START the game
- Press during game play to PAUSE the game. (This is good to use when studying the map)
- Press again to restart game

■ A Button

- This is the ACTION button, like A in:
- OPEN/CLOSE doors
- PLACE and SET traps
- FIGHT or use WEAPON
- COLLECTING/PLACING items by moving furniture or pictures
- COLLECT a PEBBLY to protect your self from setting off a BOOBY TRAP
- PAUSE/CHURN faster
- OPEN/CLOSE map sheet



Nintendo ENTERTAINMENT SYSTEM



Game Elements

SCREEN SPLIT: In this unique, split-screen layout, the TOP half monitors the actions of the WHITE SPY, the BOTTOM half depicts the BLACK SPY which is either player 2 or the computer.



SMUGLY: While the clock's running, we didn't think it was fair to make players wait to take turns. So, while Smugly's "Steak both spies" activities take place out in the open, the challenge becomes watching and remembering what the other spy does while you go about your business. Smugly allows players to engage in hands-on combat, place twenty traps, chase each other and generally get in the way.



Nintendo ENTERTAINMENT SYSTEM

HAND-TO-HAND COMBAT: The combat mode occurs only when both spies are in the same room. When this happens, the spy that entered the common room appears on the game screen as the spy that was already there. If a spy is carrying anything when he enters a common room, the object is hidden in the common room. The winner of the combat sequence can search the room during the time the opponent remains knocked out and will take possession of the items his opponent was carrying. Both spies have the option of attacking, leaving or avoiding the other spy.

In the combat mode spies cannot search for objects, use the traps or set traps. However, doors, lockers and trap doors still work and so do any traps that might have been set. Use the "A" **BUTTON** to fight. If you have collected a hidden weapon prior to engaging in combat then you will automatically use this weapon in the combat mode. The first spy to find a good weapon will keep it for the entire game. Remember, an armed spy is more deadly than an unarmed spy. Consider this when you are deciding whether to fight or not!





Setting Booby-Traps

To select a booby-trap from your arsenal press the "B" BUTTON as follows:

- ONCE to select the DYNAMITE BOMB
- TWICE to select the GIANT SPRING
- THREE TIMES to select the BUCKET OF WATER
- FOUR TIMES to select the TIME BOMB



Nintendo ENTERTAINMENT SYSTEM

The booby traps will appear in your spy's hands as you press the "B" BUTTON and any items you were carrying will be automatically hidden in that room. When the trap you desire is selected, you can carry it from room to room or to the desired location in a given room. Refer to the BOOBY TRAP & REMEDIES chart to find where to set traps and how to protect yourself from them. For ALL traps, when you are ready to set them in place, simply press the "A" BUTTON.

If you change your mind and do not want to set a trap, press the "B" BUTTON for the 8th and then 8th time. After the 8th press you will return to the game screen.

REMEDIES: EXCEPT for the FISH BONES, each of the traps has a warning remedy hidden throughout the rooms. Each type is always hidden in the same type of location. For example, the umbrella is used as a protection from WATER BUCKETS attached to the tops of closed doors. Umbrellas are always found on the COAT RACK. As with traps, remedies can be picked up and carried from room to room. Remedies can be used over and over again, but you must collect them each time you wish to use them. Use the WIRE CUTTERS to disarm the SPYING and the WATER BUCKET to protect yourself from DYNAMITE. Refer to the BOOBY TRAP & REMEDIES chart for details.

Nintendo ENTERTAINMENT SYSTEM

FLOOR PLAN MAP: By pressing the "B" BUTTON 3 TIMES, you can access the embassy's floor plan. By reviewing the map you can learn your location and that of the other spy at the building as well as the locations of required objects and landing traps. There is but one exception and that is that locations of TIME BOMBS are not indicated on the map.



The only way to tell where a TIME BOMB is located is to watch the spies' faces. If a spy enters a room badly-trapped with a TIME BOMB, his face will turn BLUE. If that spy does not exit that room in 2 seconds...he will be blown to smithereens!

In the map mode, a "room" with a small YELLOW square in the center has a landing trap set in it. A "room" with a small BLUE square or BLUE circle in the center has at least one of the required objects hidden in it. (NOTE: THOUGH ONE OBJECT CAN BE HIDDEN IN A ROOM). By monitoring the blue SQUARES or blue CIRCLES you will help you keep track of objects that have been moved from room to room. The large WHITE or BLACK squares indicate the locations of the WHITE and BLACK spies.

To cancel the map and return to the game's action, press the "B" BUTTON a 4th TIME. Remember, the other spy can go about his business while you are looking at your map!



Game Levels & Spy Ranking

| LEVEL | MAXIMUM TIME | "THE SPY WHO?" | "WHAT A SPY SPY" | "A SPY WHO SPY" |
|-------|--------------|----------------|------------------|---------------------------|
| 1 | 5 minutes | 0:30 to 0:35 | 0:30 to 0:35 | Less than 30 seconds |
| 2 | 5 minutes | 0:40 to 0:45 | 0:40 to 0:45 | Less than 30 seconds |
| 3 | 7 minutes | 0:50 to 0:55 | 0:45 to 0:50 | Less than 37 seconds |
| 4 | 10 minutes | 1:00 to 1:05 | 1:00 to 1:05 | Less than 1 min. 40 secs. |
| 5 | 15 minutes | 1:20 to 1:25 | 1:10 to 1:15 | Less than 2 min. 40 secs. |
| 6 | 15 minutes | 1:30 to 1:35 | 1:15 to 1:20 | Less than 2 minutes |
| 7 | 20 minutes | 1:40 to 1:45 | 1:20 to 1:25 | Less than 2 min. 30 secs. |
| 8 | 25 minutes | 1:50 to 1:55 | 1:30 to 1:35 | Less than 2 min. 30 secs. |

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